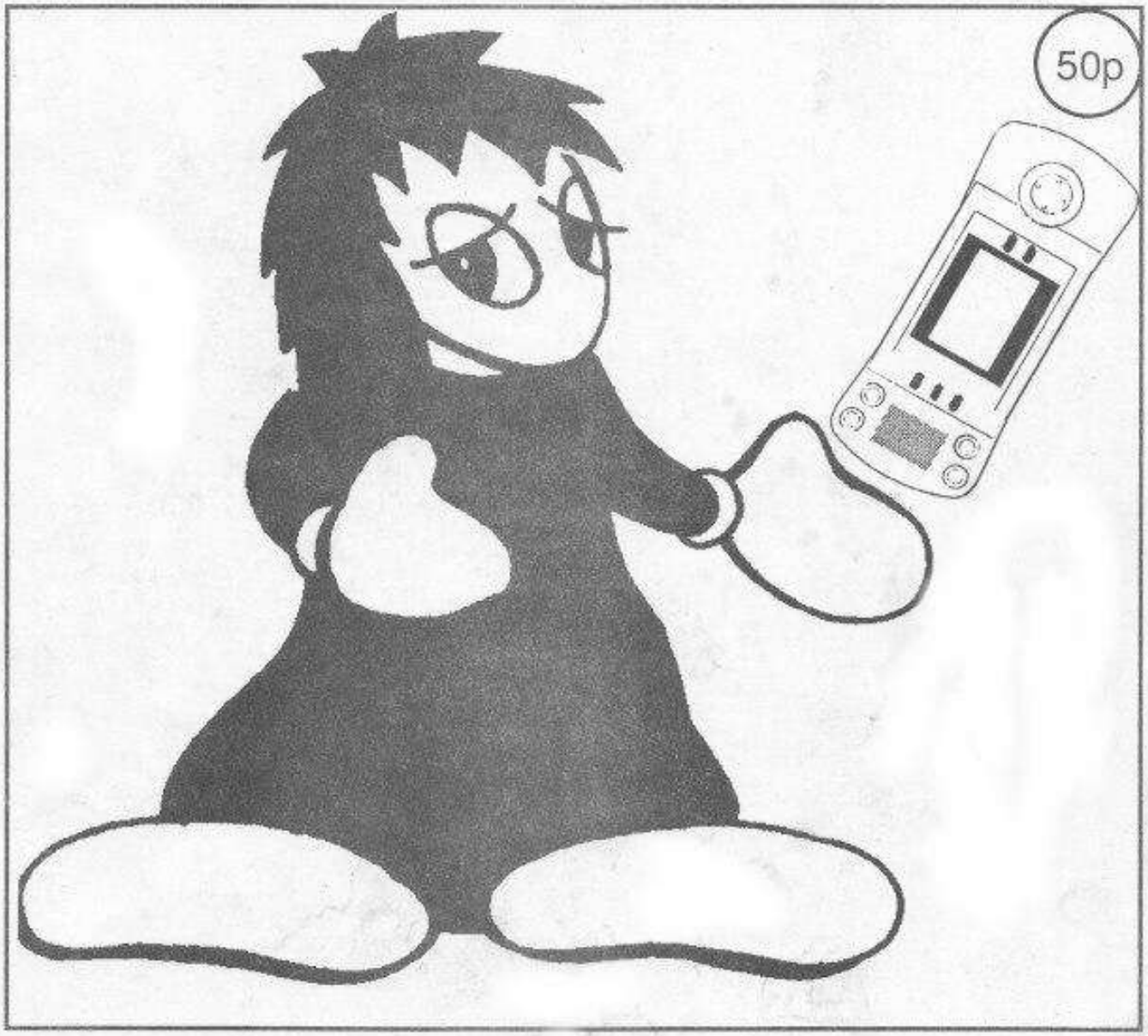
LYNX USER

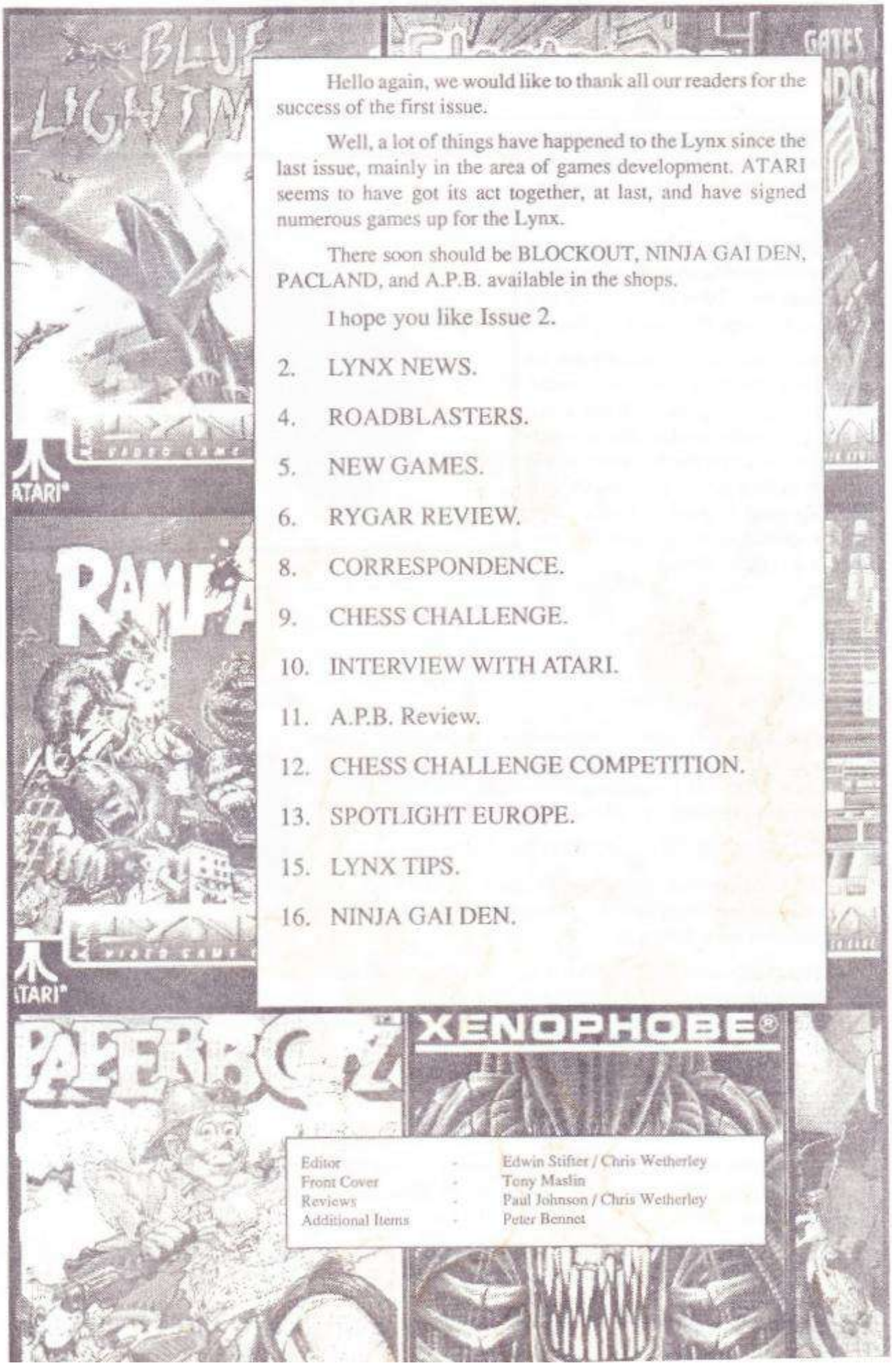


COMPETITIONS - WIN CHESS CHALLENGE

REVIEWS OF NINJA GAI DEN, ROADBLASTERS, PACLAND AND A.P.B.

AND MUCH MORE INSIDE

ISSUE 2



Hello again, we would like to thank all our readers for the success of the first issue.

Well, a lot of things have happened to the Lynx since the last issue, mainly in the area of games development. ATARI seems to have got its act together, at last, and have signed numerous games up for the Lynx.

There soon should be BLOCKOUT, NINJA GAI DEN, PACLAND, and A.P.B. available in the shops.

I hope you like Issue 2.

2. LYNX NEWS.

4. ROADBLASTERS.

5. NEW GAMES.

6. RYGAR REVIEW.

8. CORRESPONDENCE.

9. CHESS CHALLENGE.

10. INTERVIEW WITH ATARI.

11. A.P.B. Review.

12. CHESS CHALLENGE COMPETITION.

13. SPOTLIGHT EUROPE.

15. LYNX TIPS.

16. NINJA GAI DEN.

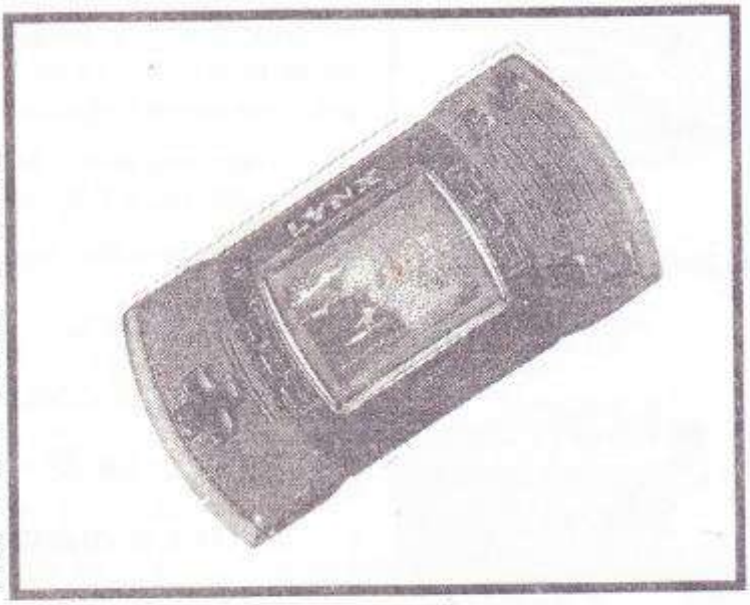
Editor	-	Edwin Stifter / Chris Wetherley
Front Cover	-	Tony Maslin
Reviews	-	Paul Johnson / Chris Wetherley
Additional Items	-	Peter Bennet

LYNX NEWS

Here is the new wonder Lynx, the new machine has just hit the shelves in the States and will be in the UK High Street by Christmas.

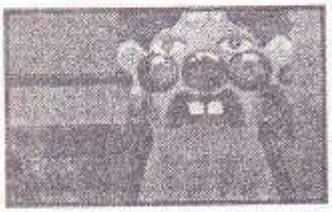
But for some unknown reason, a number of the machines are available from a few mail order companies as well as a couple of the large mail order catalogues.

And what do you actually get for your money? Well, the new Lynx is smaller than its bigger brother, and the actual casing is far more stylish. The new machine has a back light facility, which should increase battery power enormously. It is also rumoured to have a freeze frame facility, although since we have only seen photo's it is unconfirmed.



MORE LYNX GAMES INFO

Telegames, the company responsible for the excellent Chess Challenge are currently working on three other titles for the Lynx. The titles are Qix, R.C. Destruction Derby and Krazy Ace Golf. All three titles will hopefully be with us by the end of the year.



US GOLD PRODUCING LYNX TITLES

US Gold who are producing Strider 2 for the Lynx, are rumoured to be producing a number of other titles for the Lynx from their extensive back catalogue.

This could mean that a number of arcade classics could soon be reaching the Lynx.

LYNX GAMES BY THE TRUCK LOAD

Color Dreams is producing the popular Crystal Mines 2. But I bet you didn't know that they are also working on a game for the Lynx based on the brilliant, but gruesome, Hellraiser.

Loriciel (a big French development house) is doing Superskweek, an action game where you must rescue Superskweeks, and kill invading monsters.

NEC's Turbo Express portable game unit will not be released in Europe due to the established popularity of the Atari Lynx. Sales of the Atari Lynx are expected to reach the 150,000 mark in the UK by the summer of '92.

ATARI REORGANISES

Consolidating its resources, Atari relocated its whole entertainment division to Lombard, Illinois, formerly the Lynx software development centre.

Lawrence Siegel, former head of Lynx Software development, has been appointed President of the Atari Entertainment Division.

Shadowsoft - who are producing Robotron, are also rumoured to be working on a Lynx version of Joust.

OLD NEWS BUT GOOD NEWS

Lemmings is coming for the Lynx. Yes, all you Lemmings fanatics out there better get your Lynx's out.

TV TUNER FOR THE LYNX

All you Neighbours fanatics will be happy to know that Atari will definitely be producing a TV Tuner for the Lynx, although you will need a TV Licence.

ATARI'S NEW BABY.

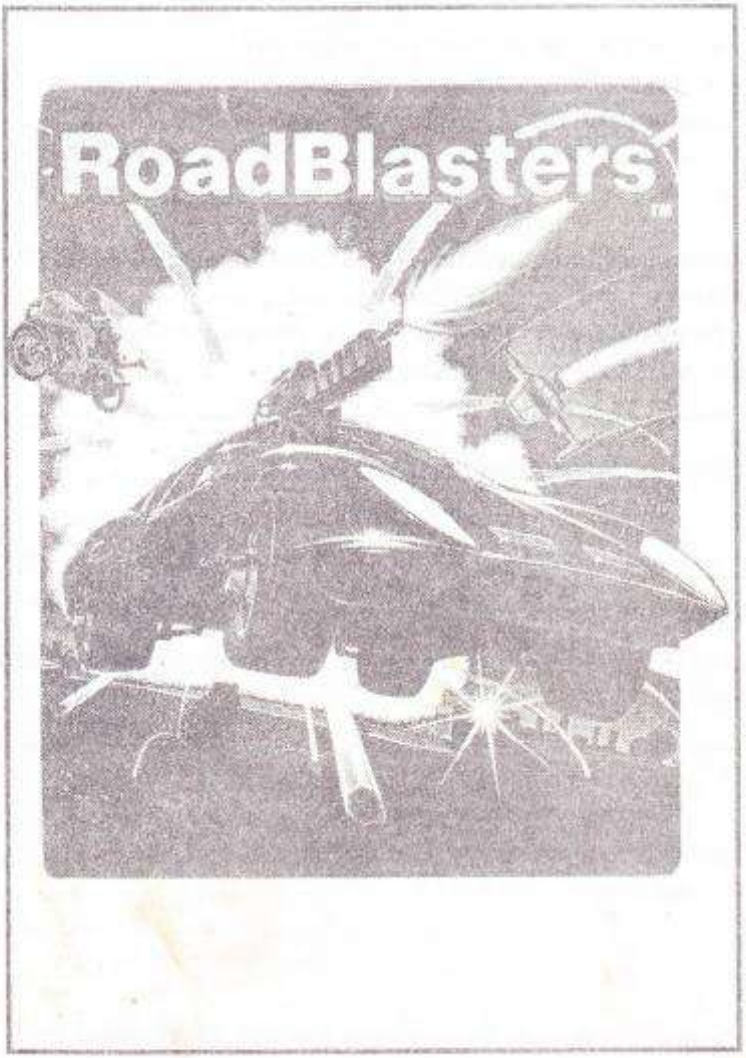
Atari has scrapped its development console, the Panther, and instead have opted to go with a revolutionary new RISC 64 based machine, that is meant to be able to produce graphics and sound never ever seen before on a normal TV set. The new hot machine will hopefully be ready for release in the summer of '92, with hopefully a Christmas '92 release over here.

Atari have said that they will not release the machine until at least ten software titles are available. Software development kits are with developers now.

IF YOU WOULD LIKE TO ADVERTISE IN THIS MAG
PHONE (0734) 885176

READ LYNX USER

④ ROADBLASTERS



Here we have another Lynx arcade conversion worthy of anybody's hard earned cash. Roadblasters is a racing/shooting game in which you drive a car around fifty race levels, each more challenging than the last. When I was asked to review the game, I knew Atari would convert it quite well, but I didn't know how well, and I am glad to say they've done a pretty good job.

Before you begin the game, you need to select a course. You can choose between Bubble City as a rookie offering no bonus. Forest Sector offering 50,000 points or Desert Region offering 200,000points. I would advise you to start with the Forest sector. It's not too easy and it's not too hard, and you get a good bonus to go with it.

When you begin the game you will be greeted with a snazzy looking red car sitting in the middle of the road. To accelerate - you push the Joy pad up, to slow down - push down, and obviously left and right to steer, with button 'A' firing your weapons.

On your travels you will come across bonus goodies to help you survive the hazardous trip. Below is a list of items and what they do.

Trying to end your career as Nigel Mansell are a fair few hazards out to get you. The main type that you will see are the other cars and motorbikes, but there are also mines and roadside emplacements. After completing each section you get to choose another route where the difficulty is higher, but the bonuses are bigger. Let nothing stand in your way. As you may have noticed, I am reviewing the games slightly differently from my first batch. I've decided to give you the rundown on the game first and leave a little section at the bottom for the technical side. I hope you approve.

GREEN GLOBE	=	INCREASE FUEL
RED GLOBE	=	INCREASE FUEL X2
UZ CANNON	=	MACHINE GUN
ELECTRO SHIELD	=	TEMPORARY INVINCIBILITY
CRUISE MISSILE	=	SMART BOMB 'BEWARE! IT DESTROYS EVERYTHING, INCLUDING GREEN GLOBES'.
NITRO INJECTOR	=	TURBO VERY USEFUL

TECHNICAL

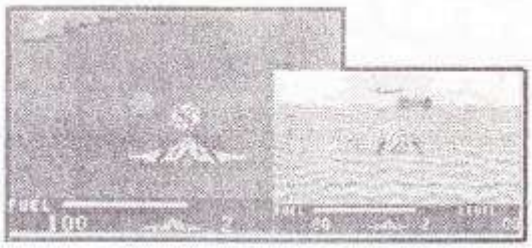
GRAPHICS	Very good! Very smooth update on roads and sprites. I would have thought helped by the hardware zoom.
SOUND	Average! It's reasonable I suppose. I don't think the Lynx has an outstanding sound chip. You can't have everything.
PLAYABILITY	Every bit as playable as the coin op.

COMING SOON

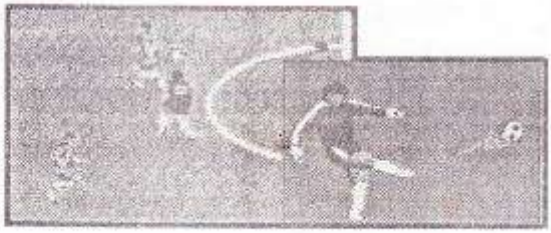
5

VINDICATORS

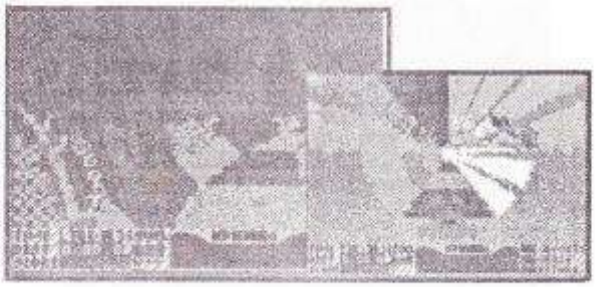
TURBO SUB



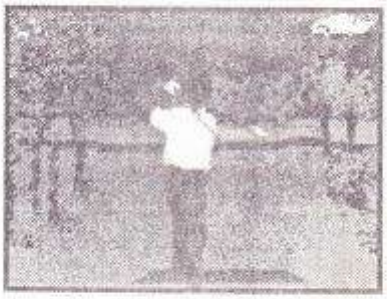
WORLD CLASS SOCCER



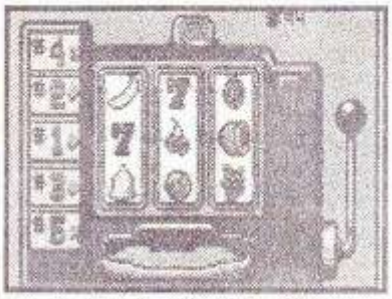
STUN RUNNER



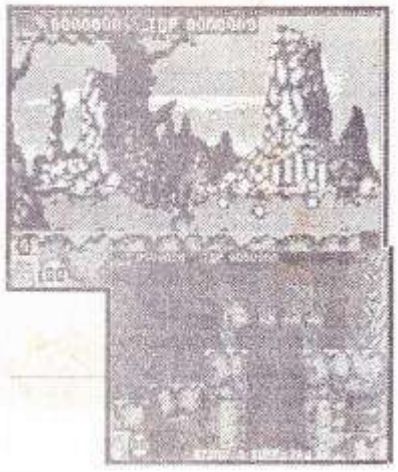
GOLF



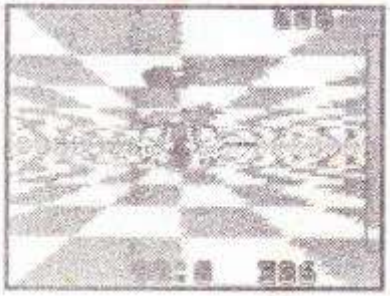
CASINO



TOKI

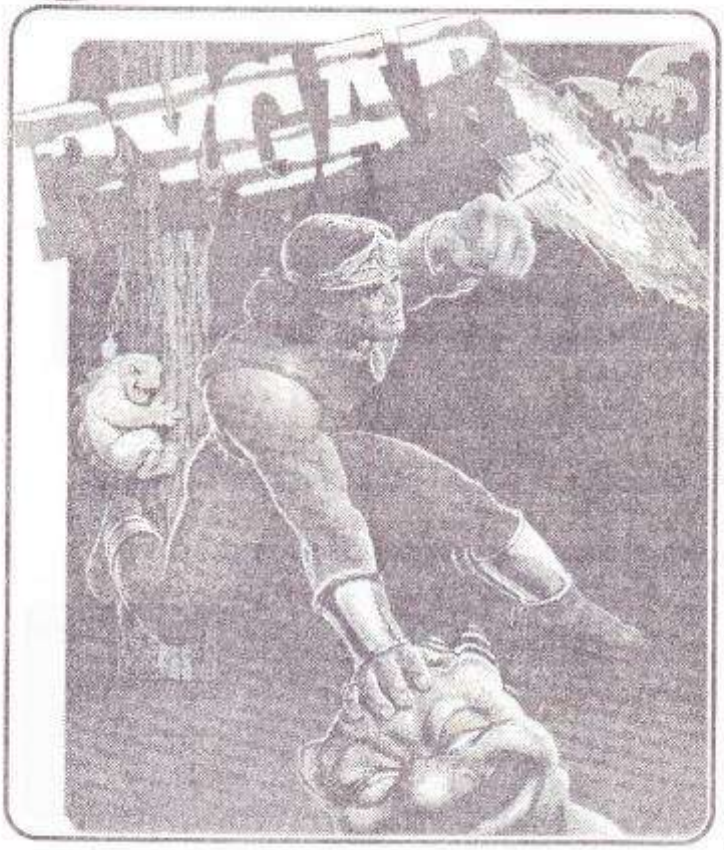


GRID RUNNER



SCRAPYARD DOG

6 RYGAR REVIEW



"Listen, Rygar, as I tell the tale of your becoming."

"Millions of years ago, a benevolent wizard banished the minions of darkness to the underworld, freeing the land of evil and ushering in a long era of peace and prosperity for our people. Unfortunately, the wizard had not yet learned the Eternal Spells. Before he died, however, he prophesied that someday, a great hero would be born. The hero would be known by a mysterious birthmark - the mark of the wizard. This mark would allow the hero to open the magic chests strewn throughout the land and use the magical weapons hidden within."

"Ten thousand years have passed since the dark forces resurface and claimed the land for their own. The people of good fled the land."

"But they never lost their love for their original home. For ten millennia they selected the best of their people creating a race of heroes. You, Rygar, are the greatest of the great. When you were born you were named Rygar the Reclaimer, because you bore the mark of the wizard."

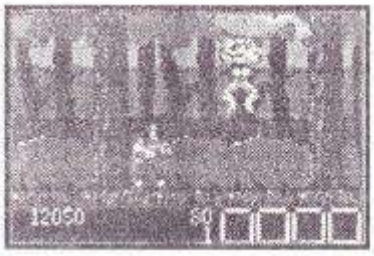
"And now, Rygar, you know who and what you are. Go now. Claim your birthright. Do not fail your fathers!"

There lies your quest. Rygar is an action type game styled after the ladders and platform genre of games. Upon switching on the Lynx, you are presented with quite a mediocre title screen and pressing one of the fire buttons will take you into the game. One nice feature straight away is that you can turn off the music on the title page if you don't like it.

Rygar is controlled by the key pad, with button 'B' for jumping and 'A' for firing your weapon. You begin the game with 100 seconds and 3 lives. You can gain a new life by reaching certain scores.

Action takes place on a prehistoric type of land, as you run through the level the background moves slower than you, giving the impression that you are really running across a landscape. Apparently there are 27 levels, but so far I've only managed to get past the 7th. Monsters are encountered quite often, and some require that you be in a squat position otherwise your weapon will fly over the monster's head. There are between 10 and 15 different monster types, these include Rhino, bats, dragons, minotaurs (actually called rushers because they jump off dragons and run towards you which means you only get one shot at them!).The other monsters either fly or walk, at about half the pace of your run. At the end of a level you reach the levels temple, where you collect extra scores for monsters destroyed, bonuses picked up and time left. Should you be running out of time, a warning sounds, and a screen size demon comes flying after you. The only way you can destroy this demon is to finish the level by entering the temple.

Bonuses come in the form of chests, and pop up both in front and behind you. When they appear, a bell sounds, so if you missed it, it'll be just behind you. To open a chest simply fire at it. The chest may contain bonus points, bonus time or a kind of smart bomb, but the only trouble with the smart bomb is that it is activated as soon as you pick it up, and by this time, most of the monsters on the screen should already have been killed. Also available are special enhancements for Rygar, and these include Double points, Sun weapon (a bigger weapon with a longer range), and tiger power (enables you to jump on top of monsters to destroy them).



Game play is not fast and frantic, but can develop into being crowded. As usual, the Lynx does not in anyway suffer from handling the graphics. Even with a full screen it still scrolls perfectly.

The music is perhaps a little annoying at times, but can be turned off, there are many sound tracks that are a lot worse. Sound effects are minimal, but effective.

Graphics are good, it seems that the full range of colours has been used. When you spot a monster you know what it is, its colour is original, and the image is clear.

Overall this game is nice, there's enough to keep you going, but once again it's not really suitable for a portable console. If Atari had developed some sort of save game feature then more of the software base would be more playable, but I doubt that you could finish Rygar with one set of batteries. Once again, battery life comes into the discussion.

Game play	7/10
Graphics	6/10
Sound	6/10
Overall	7/10

Lewis Bishop

8 CORRESPONDENCE

THREE POINTS AT ISSUE

I have the following comments to make on Issue One:-

Presentation:- Very good. If possible in the future how about colour and screen shots.

Content:- Good but could do with more.

Competitions:- Great idea, more please.

Tips:- Good, but how about tips for Electrocop as I am finding it hard going.

Reviews:- Not bad, but should be longer in length and how about a marking system, and review some of the earlier releases including Roadblasters. Xenophobe and Rygar. Also, how about every time someone writes in they give their favourite game. Mine is Blue Lightning at the moment.

TREVOR CASTLE,
STEVENAGE.

Thanks, thanks. There will be colour in the future. And more competitions as well. Electrocop tips in the next issue, the length of the reviews depends on the individual game, but we will try.

Yes, it is a good idea that every time someone writes in they tell us what their favourite game is. I love Blue Lightning, also they might make a sequel.

Thanks for the letter TREVOR, a Lynx poster is winging its way to you - Ed.

SOFT DIET FOR LYNX

I have owned an Atari Lynx for over six months now and I am appalled at the lack of software for it. With its many functions it would be suited to many games unsuitable for any other hand held consoles. Does your team or Atari have any explanation for this?

DAVID HENDERSON,
TWEEDBANK.

Yes we do - simply, Atari mucked around. But now they have go their act together and I think they know know what they're doing. Okay you asked for it, here is every game we know about coming out for the Lynx. XYBOTS, STRIDER 2, CASINO, HARD DRIVIN, GRID RUNNER, NINJA GAI DEN, TOKI, VIKING CHILD, BILL AND TED'S, CYBERBALL, NFL, ROBOTRON, BLOCKOUT, HOCKEY, ROLLING THUNDER, GEO DUEL, CHEQUERED FLAG, GOLF, QIXX, DEMOLITION DERBY, LEMMINGS,CRAZY GOLF, CRYSTAL MINES 2, INDIANA, SCRAP YARD DOG, WORLD CLASS SOCCER, STUN RUNNER, JOUST, VINDICATORS, TURBO SUB, HYDRA, 720, BASKETBRAWL, PACLAND, A.P.B., SUPERSKWEEK, ISHIDO, BASKETBALL, CABAL, SHADOW OF THE BEAST.

We also hear rumours about another twenty or so games. I hope this helps, a lovely Lynx poster is winging its way to you - Ed.

HIGH SCORES -

SURFING	10455	KEON LEUNG
	10495	A.C.S.
	10495	ED (NO WAY)
BLUE LIGHTNING	149,250	MARK JOHNSON
	109,250	PAUL SMITH
HALF PIKE	29896	KEON LEUNG
GAUNTLET	77500	RON HOWELL
	109450	JOHN COOK

COME ON READERS, WE NEED MORE HIGH SCORES.

CHESS CHALLENGE 9

Chess - the 'Ultimate' Strategic game is finally available on your Atari Lynx.

"Congratulations - you have purchased the most powerful portable chess game available." How right Telegames are!

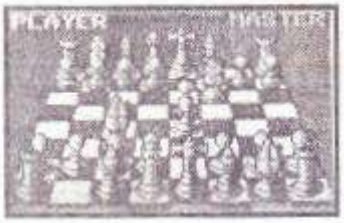
"The Ultimate Chess Challenge" boasts 17 (!) skill levels, 2D or 3D views, time and thinking limits + many more options.

The game cartridge comes with a well presented 30 page (yes 30 page!) book of the game and it's features. Nowhere in the manual does it explain how to play chess! That's how many options there are!

When switched on, you are greeted by a normal standard Lynx title screen followed by the game menu. In this menu (which is accessible throughout the game) you can change sides, set time and ply limits (a ply is a move ahead - I believe!), turn messages and sounds on and off, set 2D or 3D mode, and change the players name.

Once you start the game you're placed on the board in either 2D or 3D (it depends on what you choose in the menu). In 3D the board can get a 'tad' confusing, in fact I found it almost impossible to play in this mode, but in 2D the whole screen is more than clear and understandable. Moves are made easily by moving the joy pad.

From the game you can access 2 menus via the Option keys. Option 1 takes you to a statistics screen. This includes your's and the computer's or other player's last 100 moves (each) and time statistics. You can scroll through to see all 100 moves if you want to. It also shows the score derived from giving each piece a value. Option 2 takes you back to the game menu.



During the game, you can ask the computer for tips, take back your last move (max 100 moves per player) and force the computer to taker its move from the currently investigated moves, i.e., you can force the computer to move with almost no thinking time!

It allows moves such as "En Passant" (which I never understood anyway!), "Castling", and "Promotion". Upon promotion you are allowed to choose which piece you would like - it even allows you more than one Queen, which I always thought impossible!

It has 3 types of "Draw" and will tell you when "Check" or "Checkmate" has been achieved.

The computer plays deviously and even at Level 1 I had some trouble beating it! I guess that doesn't say much for my Chess!

Sounds are scarce and unenjoyable, a little bleep here and there, but this does not take any enjoyment out of the game.

Overall, this is a wonderful conversion, but I wonder if 'porting' it to a hand held was worth it. For serious games I wouldn't expect the batteries to last even halfway.

If you're a Chess freak then it's probably just your cup of tea. If you buy it you won't be disappointed.

Lewis Bishop
Ferney-Voltaire

10 INTERVIEW WITH DARRL STILL OF ATARI

LYNX USER... ATARI launched the LYNX about three years ago, are you happy with the way the machine has been received with the public?

STILL... We are very happy with the way the Lynx has been received, since dropping the price, the Lynx has sold phenomenally well and now, in schools for example, it is considered a very trendy item to have. The peripherals available also make it collectable and the wide range of forthcoming software adds to its appeal. We are all huge Lynx fans as well,so that when new Eproms are delivered, there is a rush to try them out within our offices.

LYNX USER... The LYNX at the moment has a software base of about 17 titles. What number of titles do you expect to have available for the machine by the end of the year?

STILL... We hope to have upward of 50 titles by Christmas, but the base is growing constantly.

LYNX USER... Going back to software. Do you have any more news on software companies signing on (so to speak) to produce games for the LYNX?

STILL... There are many software developers developing for the Lynx now, but they and us are subject to nondisclosure agreements, so I cannot give details.

LYNX USER... The Sega GAME GEAR has now been launched officially all over the world. One of the main attractions of the new machine is the optional TV TUNER. Do you expect a similar option to be available for the LYNX in the near future?

STILL... From a personal viewpoint, playing on a TV would seem to be a backward step. Also, when the image is that big, Game Gear fans will notice that colour is lost and the sprites look 'blocky' - all in all very Spectrum. The hand held games work best on the small screen medium. Have I avoided the question neatly enough?

LYNX USER... Staying on HARDWARE, will there be a continuing release of peripherals and add-ons available for the LYNX in the future.

STILL... There will probably be a continuing release of peripherals and add-ons, no solid news as yet though.

LYNX USER... And finally, on the subject of the Game Gear, do you feel it is a major threat to the LYNX?

STILL... My personal point of view is that the Lynx has more games and better games than the Gamegear, and will beat the Game Gear.

We would like to thank DARRL STILL and ATARI FOR their help and cooperation.

A.P.B.

This is the first time I've seen a preview Eprom Cartridge and I thank ATARI UK for lending me the game for review, of which this one, A.P.B., is one of three.

A.P.B. is yet another arcade conversion from the stable of Tengon, who's past successes include such delights as VINDICATORS AND TOOBIN, and yes, we shall be seeing Vindicators on the Lynx sometime in the near future.

On to the game then. When you switch on you will notice the words A.P.B. staring you in the face. With a nice picture of a car being zoomed in and out of the screen, very nice touch.

The idea of the game is this, you are a policeman who has to get in his not so indestructible car and chase enemies and force then to stop. Yes, there's more to it than that, when you accelerate you'll see a little cursor in front of the car, once you have the cursor over the enemy you press button 'A' and the siren will sound. After which some superb speech synthesis from the enemy's car will tell you that you have busted them. Some of the things they say include "OK Officer", "Alright", "YEAH YEAH YEAH", etc.

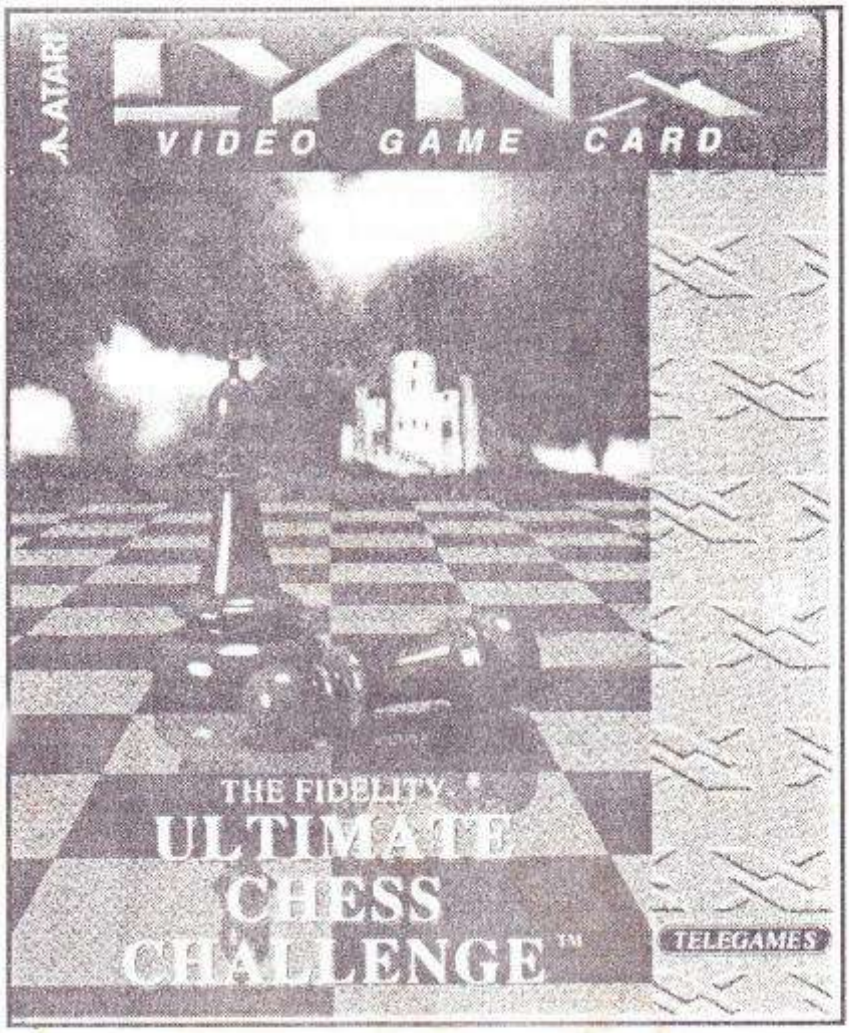
Some of the things you need to do include picking up people that shout for help, collecting cones and Doughnuts found along the way will help increase the time limit. There are also shops that you can stop at and buy items that will aid you. At the end of every successful day you will see the Boss, sort of thanking you in a real weird way. Listen carefully, he mumbles in a deep voice.

If you don't complete the daily rota you're in for a real roasting, literally.

Highly recommended, just take a look at the technical specifications:-

Technical	
Graphics	Superb title screen, good car graphics, nicely animated game over sequence
Sound	Very nice tuner, great speech.
Playability	Very awkward to get into at first, but keep with it and you'll be rewarded with long lasting addiction.

COMPETITION WIN CHESS CHALLENGE



Oh, it's competition time again. Thanks to those generous people at Telegames we have a copy of Chess Challenge to give away.

And how do you get your 'mits' on it? Well, all you have to do is answer the simple question below, and send it on a postcard to:-

LYNX USER,
11 MONTGOMERY DR.,
SPENCERS WOOD,
READING,
RG7 1BQ.

QUESTION:

WHAT IS THE NAME OF THE BEST ATARI LYNX FANZINE IN THE WORLD?

NORMAL COMPETITION RULES APPLY.

If you would like more info on Telegames Products, please write to:-

TELEGAMES,
KILBY BRIDGE, WIGSTON,
LEICESTER LE8 1TE.

SPOTLIGHT EUROPE 13

THE ATARI LYNX IN SWITZERLAND

Well, now that the Lynx has had enough time to settle down and become a 'solid' product, it's time to evaluate this console and it's future potential for would-be buyers and for owners.

For the moment, the Lynx looks like a great contender for the hand held genre, but will it continue to hold its own against up and coming consoles?

With the elimination of competition from the Nintendo Game Boy, the Lynx held the niche of the market, but not for long. Along came a new contender from Sega - The Game Gear.

The difference between the 2 machines seem to have been forgotten, and now the main factor for buying one or the other is the software supply. The Lynx appears to be superior, due to its true 16 bit architecture, but the Game Gear seems to be pulling in the sales even with the meagre 8 bit architecture.

Graphically, the Lynx far outshines the Game Gear, scrolling is perfect and images are placed on the screen quickly and without noticeable effort. The Game Gear does, however, suffer from jerky movements when the screen is attempted to be filled. The Lynx has enough colours to clearly show images, but the Game Gear has more than enough colours which it doesn't seem to be able to handle.

Here in Geneva, Switzerland, the Lynx is selling well. The Game Boy originally had the top slot, but now the Lynx holds that place. Whilst game availability is still limited, the attraction of a colour compared to a black + white one has won the sales. Now enter the Game Gear. While selling well, it is still behind the Lynx (due to the earlier date of release of the Lynx), and does not appear to be closing the gap. However, should the current trend of software availability keep swaying over the buyers, the Game Gear will very soon start to catch up to the Lynx.

The future of the Lynx looks good. With the imminent appearance of the so called Lynx 2, many buyers seem to be waiting, least they be held with an obsolete console. Atari seemed to have planned the release of the Lynx perfectly whilst developing the Lynx 2. Sega may have entered the game slightly too late for a good start, but the race is still on and this means good news for everybody.

Expect reductions, bundles of new software, and special offers to be abundant in the up and coming months.

Lewis Bishop.

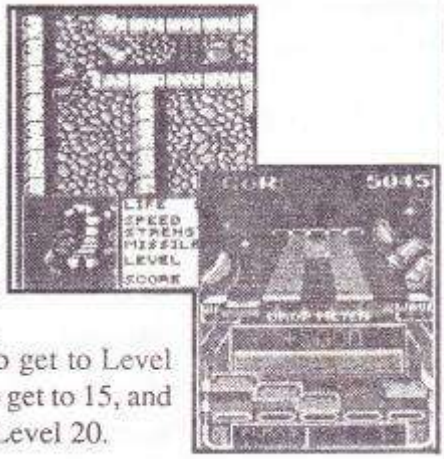
LYNX TIPS

BLUE LIGHTNING

Having problems on Level 8. To finish the Level the trick is to follow a clearing that goes through the green hills, and to keep rolling to avoid the missiles.

Great stuff, now level nine.

GAUNTLET 3



After you choose your character you start on Level 1. Before doing anything, press "OPTION 1". This will take you to Level 5. Press it again to get to Level 10, and again to get to 15, and again to get to Level 20.

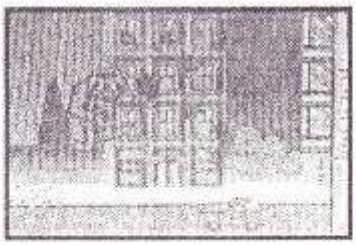
After Level 20, it goes back to Level 1.

On using the Gold. Apart from buying items at the store, the most important use for me in finishing the game was to create a box around myself when in trouble. This was especially useful in taking care of the slimes who can only be destroyed in close confines.

MS. PACMAN

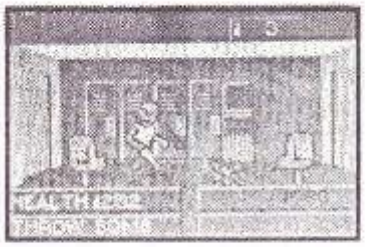
Pause the game and press Option 1, 'A' and Option 1 again. 'Unpause' the game and you will find you have the lightning bolt. Pressing button 'B' during the game will boost your speed considerably. Follow this procedure every time you want to go faster. Pause the game and press the following buttons in sequence. Option 1 'B', 'B', 'A', 'A', Option 1. 'Unpause' the game and you will have five lives. Trouble is this can only be used once per game.

RAMPAGE



To select any of the 61 levels, go to character selection screen, hit pause undo pause, select character. When newspaper headline screen appears, hold down OPTION ONE and simultaneously move the Joystick.

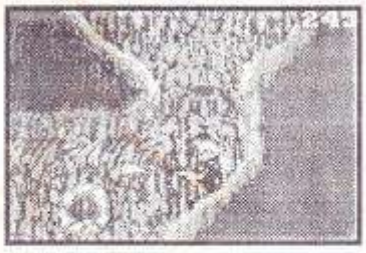
XENOPHOBE



The Poofer gun is the most powerful. It has a short range, but is very effective right through to the last levels. The electro gun is the weapon to have for further distance, but it is less powerful. Crawling is the best way to get around the space stations, it also enables you to shoot at the little creatures down below.

SLIMEWORLD

The codes for the whole of the first level go like this:-



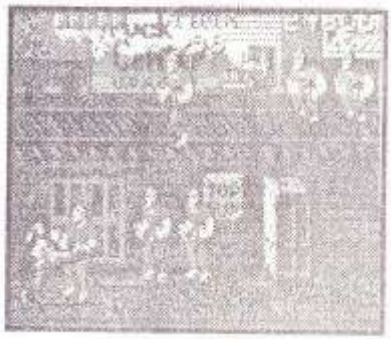
9DOAD9	070964	CCC945
30C988	4F8B09	0B8BCD
098BC3	078BC1	C28A87
8F0BC8		

CHIPS CHALLENGE

Jump to Level 144 in Chips Challenge with code GVXQ. And try code MAND for the hidden Mandelbrot explorer, where every button has a new function.

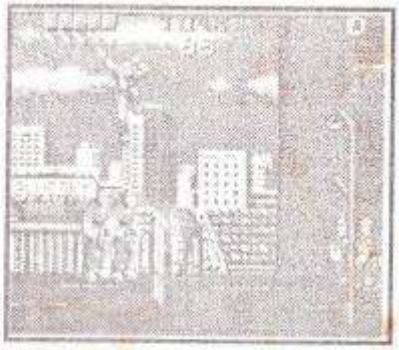
NINJA GAI DEN

Hello again! I have the pleasure to review the first beat-em-up for the Lynx. Ninja Gai Den or shadow warriors, a very popular beat-em-up of a while back.

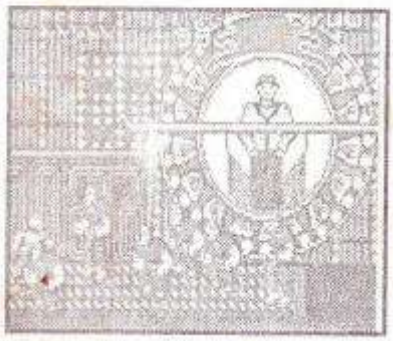


You play the game on the mean streets, of some unpoliced city. And you must use your Ninja expertise to fight off the hoodlums coming your way. Your Ninja skills include high jumping, wall flipping, swinging on a bar, front punching and rand kicking.

You can also pick up extra bonuses hidden in telephones, boxes and crates. These include a Ninja sword, EXTRA HEALTH and EXTRA men.



The main hoodlums are red shirt wearing ducks, who only die after being knocked down three times. As the game goes on, it gets harder to knock them down, and their punching power increases .Also getting in your way are log carrying strong men, that seem to like knocking your head off, Sumo wrestlers and others too hideous to mention.



On all levels, the movement of the Ninja, and all the 'baddies', is excellent.

To sum this all up, the game is good to look at, challenging and addictive.

It should be available as you read this.

Rating: 85%

SUBSCRIPTION RATES

We have had a lot of enquiries about Subscription rates, so here they are:-

1 issue	35p + 1 SAE, or just	65p	including P+P.
2 issues	70p + 2 SAE, or just	1.30p	including P+P.
3 issues	1.05p + 3 SAE, or just	1.95p	including P+P.

PLEASE STATE WHICH ISSUES YOU WANT WHEN ORDERING.

Due to the success of this mag. we wish to in future add colour pages. We do not exactly know when this will be, but it will of course affect the issue price. But we will give you plenty of warning before this happens.

PLEASE SUPPORT US.
WE WANT TO MAKE THIS MAGAZINE THE DEFINITIVE GUIDE TO WHAT'S HAPPENING ON THE LYNX.

CLASSIFIED ADS

Hi! This is a new section where you can advertise all your bits + bobs for just 35p for 25 words. You can advertise anything you like from Lynx games to washing machines.

Send to:-

LYNX ADS, 11 MONTGOMERY DR., SPENCERS WOOD, READING.

JUST TICK THE SECTION YOU WANT IT TO GO IN

LYNX GAMES [ ] SELLING [ ] SWAPPING [ ]

HARDWARE [ ] SOFTWARE [ ]

Name _____

Address _____

_____

_____